

# LOWER BALDWIN SOCCER LEAGUE RULES

(Foley, Elberta, St. Benedicts, Gulf Shores, & Orange Beach)

Revised Sept. 8, 2016

**IMPORTANT NOTE:** The **Lower Baldwin Soccer League** Coordinators shall determine, PRIOR to the season, what the rules will be for that year. Referees and Coaches CAN NOT change the Coordinator's decision through Mutual Agreement.

## **LAW I: THE FIELD OF PLAY**

1. The field of play **MUST** be rectangular.
2. All lines **MUST** be clearly marked and not greater than five inches (5") in width.
3. Lower Baldwin Soccer League (L.B.S.L.) field dimensions shall conform to the best of the home team's ability to be within the recommended Alabama Recreation & Parks Association soccer guidelines.
4. Goal posts must be securely placed to prevent movement of the goal. Goal posts (L.B.S.L.) **MAY** be padded to prevent injury but **CAN NOT** change play off the posts.
5. A mark may be placed **OFF** the field at a 90 degree angle to the goal line, ten (10) yards from the corner arch to ensure that players are the proper distance from where the corner kick is taken.

## **LAW II: THE BALL**

1. Soccer balls **MUST** be round, made of leather or other F.I.F.A. approved material, in good condition, not dangerous, and properly inflated.
2. Ball size by age group (L.B.S.L.) See Rules Grid
3. The **HOME TEAM** furnishes the game ball which can **ONLY** be changed by the Referee.
4. If a ball is determined to be defective while play is stopped, the Referee will change the ball and resume play with the appropriate restart. (Kick-off, Goal kick, Corner kick, Free kick, Penalty kick, or Throw-in.)
5. If a ball is determined to be defective while play is **IN PROGRESS**, a drop ball is given at the location of the ball when the whistle sounded.

## **LAW III: NUMBER OF PLAYERS**

1. See attached grid.
2. The **MINIMUM** number of players necessary to begin a game is two (2) less than the number specified to be on the field in Law III #1 above. If the opposing team has the appropriate number of players to start the game they may use one (1) player more than the team with the "low number" of players. Please try to play all games even if the requisite number of players is not present. There are no standings kept during the regular season and the referees will be compensated regardless. All players should play half the game during the regular season.
3. Substitutions (all players must be at the midfield sideline awaiting the referee's acknowledgement to enter the game):
  - a. The team having possession of the ball may substitute during throw-ins, corner kicks, and penalty kicks (sub may not take penalty kick). Additionally, the opposing team is able to substitute if the offensive team substitutes.
  - b. **BOTH** teams may substitute when a goal kick has been awarded (L.B.S.L.), during an official's time out and after a goal is scored by either team.
  - c. Any player on the field can exchange positions with the goal keeper after notification and approval by the referee. Shirts must be exchanged.
4. **Improper Substitute on the Field:** Caution and remove improper player from the field. A drop ball is given at the point where the ball was when the whistle sounded. (Exception: When called in the goal area the ball is dropped at the closest point on the goal line.)

5. **Too Many Players on the Field:** Immediately Stop Play! Caution the extra player. Remove extra player from field. Give opponent an indirect free kick at the point where the ball was when the whistle sounded.

#### **LAW IV: PLAYERS EQUIPMENT**

1. Mandatory uniforms, distinguishing one team from the other, consist of a numbered jersey, shorts, socks, shin guards, and footwear.
2. Shin guards **MUST** be completely covered by the player's socks and made from an acceptable **commercially produced** material to provide reasonable protection.
3. Each goal keeper's jersey must distinguish him/her self from all other players and officials.
4. Players shirts **MUST** be tucked into their shorts and socks **MUST** be pulled up over the shin guards. Infringement of this law **DOES NOT** stop play; but when play does stop, the player must leave the field and make his/her uniform corrections.
5. A player shall **NOT WEAR ANYTHING DANGEROUS** to him/her self or another player. These items include but are not limited to **watches, necklaces, bracelets, earrings, metal knee or ankle braces, etc.** Hard casts must be covered with no less than 1/2 inch thickness of soft padding.
  - a. If the ball is not in play, the player must go off the field of play and remove all "items" considered dangerous by the referee.
  - b. If ball is in play, the referee stops play and sends the guilty player from the field. To restart the game an indirect kick is given to the opponent.

#### **LAW V: THE REFEREE**

1. The Lower Baldwin Soccer League uses the most current U.S.S.F. Guidelines and Laws unless otherwise noted.
2. The referee's authority begins upon entering the field and terminates upon leaving the field. The decisions of the referee are final during the game.
3. Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed.
4. Powers, duties and responsibilities include:
  - a. Enforces the Laws of the Game.
  - b. Controls the game in co-operation with the "Assistant Referee."
  - c. Ensures that the ball, field, and players equipment reasonably meets the specified requirements.
  - d. Acts as timekeeper and keeps a record of the game.
  - e. Stops, suspends or terminates the game, at his discretion, for any infringements of the laws. Disciplinary action, which results in a caution and sending of player off the field, may not take place until the ball goes out of play.
  - f. Stops, suspends or terminates the match because of outside interference of any kind. (Fights/weather/etc.)
  - g. Stops game immediately for serious injury and add "dead ball" time if minor injury. Remove injured players off the field as soon as possible. Players who are bleeding or who, in the opinion of the referee, may need further medical attention **CAN NOT** return into the game in which they were injured. (When possible **STAND** over player to reduce potential of further injury.)
  - h. Require spectators to remain on the opposite side of the field as the coach's and player's team area.
  - i. Ensures that not more than three (3) coaches are within ten yards of their own bench and that those coaches **DO NOT** run the fields. Coaches, team representatives, and substitute players, **MAY NOT** move further than ten (10) yards from their assigned bench and/or crossover midline onto the opposing teams side of the field. Furthermore, coaches, players and spectators shall not be allowed to sit, stand, coach, instruct, spectate, or distract behind the goal side of the field from corner flag to corner flag.
  - j. Allow **NO UNAUTHORIZED** persons to enter the field of play without permission.
  - k. Punishes the more serious offense when players commit more than one offense at the same time.
  - l. Takes action against team representatives and other official(s) who fail to conduct them selves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surroundings.

- m. Acts on the advice of assistant referees regarding incidents which he/she has not seen.
- n. Uses the “**Advantage Clause**” appropriately, and verbally states its uses so players and spectators will know that the infringement was seen and the control of ball is remaining with the team who was fouled.
- o. Provides the appropriate authorities with game reports, which include an official (L.B.S.L.) scorecard, disciplinary report of action taking place against players, team representatives, and spectators which occurred before, during and/or after the competition.
- p. Is not liable for injuries sustained, game or non-game decisions related to the game, field of play, and/or property damage or loss, by persons attending, which are officially or unofficially, associated the play of the game.
- q. **May not use or be under the influence of alcohol, illegal drugs, tobacco products during an assigned game.** (Infraction of this guideline results in dismissal of the game official from the immediate game assigned, suspension from additional game assignments, until the (L.B.S.L.) executive committee conducts an official investigation of the situation.

## VI. THE ASSISTANT REFEREE (Dual Referee System)

1. The Assistant Referee:
  - a. Assists the referee to control the competition in accordance with the laws of the game. (USSF Certified)
  - b. Indicates when the entire ball has gone completely past the touch line or goal line and when a substitution is being made (L.B.S.L.) Linesman 1)
  - c. Designates which team receives a throw-in, goal kick, or corner kick. (L.B.S.L.) Linesman 2 performs both VI-1-b & c)
  - d. Assists in determining when a player is offside. (L.B.S.L.) Linesman 3 performs VI-1-b-c-d)
  - e. When misconduct or any other incident occurs out of the view of the referee (L.B.S.L.) Linesman 4)
  - f. **An assistant referee or linesman may not use or be under the influence of alcohol, illegal drugs, tobacco products during an assigned game.** (Infraction of this guideline results in dismissal of the game official from the immediate game assigned, suspension from additional game assignments, until the (L.B.S.L.) executive committee conducts an official investigation of the situation. (Due process will be followed as stated in the (L.B.S.L.) Constitution and By-Laws.
2. Dual referee system – The (L.B.S.L.) primarily uses the two man system of refereeing. One referee is designated as the head referee and keeps the official time, official score, and has the right to override the second referee. Each referee makes all calls in his/her designated area and other calls that may go unseen by the other referee.
3. In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his/her duties and make a report to the appropriate authorities.
4. **Reduction of Game Time due to darkness.** If in the opinion of the referee, darkness will fall before the conclusion of the final game of the evening on an unlighted field, the referee shall reduce the playing time of all games on that field for that night by three minutes in each period.

## LAW VII: DURATION OF THE MATCH/GAME – See attached grid.

## LAW VIII: THE START AND RESTART OF THE GAME

1. A coin is tossed (visiting team calls “heads or tails”) and the team that wins the toss decides which goal they will attack in the first half. The other team takes the kick-off to start the match. Teams change ends and attack opposite goals.
2. A **Kick-off** is used to begin the game, begin the second half, and to restart the game after a point has been scored. A goal may be scored from a kick-off.
3. When a **Kick-off** takes place:
  - a. All players must be on their own half of their field. (Kick-off re-taken)
  - b. The ball must be stationary. (Kick-off re-taken)
  - c. The referee must give the signal to kick the ball. (Kick-off re-taken)
  - d. The ball is in play when it is kicked and moves forward. (Kick-off re-taken)

- e. The kicker cannot kick the ball a second time until another player touches it. (An indirect free kick awarded to the opponent taken from the point of the second kick)
- f. The opponents of the team taking the kick-off must be at least ten (10) yards away. An indirect free kick is given the opponent from the spot where the infringement occurred.

4. A **dropped ball** is used to re-start a game after a temporary stoppage of play, for any reason not covered in the Laws of the Game.

5. A dropped ball is awarded at the point where the ball was located when play was stopped. If the ball is touched by a player before it touches the ground or if the ball goes out of bounds before a player touches it, the ball is dropped again.

**6. Game Forfeiture:**

- a. If a coach or team refuses to start or re-start game.
- b. (L.B.S.L.) Inability of a team to field two less players than the number indicated (One less player at 5U level) to be on the field (see LAW III within ten (10) Minutes after the Scheduled Starting Time.
- c. If a forfeiture is declared; the referee records a score of one (1) to zero, in favor of the team which fielded a full team. Teams may play “a Game” but the recorded scored DOES NOT change.

## **LAW IX: BALL IN AND OUT OF PLAY**

- 1. The ball is out-of-play when:
  - a. it wholly crosses the goal line or touch line, whether the ball is on the ground or in the air, even if the ball comes back onto the field of play, and
  - b. the referee has stopped play.
- 2. The ball is in-play when:
  - a. it rebounds from a goal post, cross bar, or corner flag and the ball remains on the field of play,
  - b. it rebounds from either the referee or assistant referee when they are on the field of play, and
  - c. until the referee stops play.

## **LAW X: METHOD OF SCORING**

- 1. A goal is scored when the whole of the ball passes over the goal line, between the goal posts, and under the cross bar, provided it has not been thrown, carried or intentionally propelled by a hand or arm, by a player on the attacking team.
- 2. The winning team is the team who scores the greatest number goals. An equal number of goals is a draw or tie game.
- 3. For games ending in a draw or tie, (L.B.S.L.) rules prohibit the use of a shoot out to determine a winner unless it is a tournament.

## **LAW XI: OFFSIDES**

- 1. **It is not against the rules to be in an offside position!**
- 2. A player is in an offside position when he/she is nearer to the opponent’s goal than both the ball and the second to last opponent’s player.
- 3. A player is not offside when:
  - a. he/she is in their own half of the field of play.
  - b. he/she is “even” with or behind the second to the last opponent’s player.
- 4. A player in the offside position is only PENALIZED when, at the **moment the ball is played by their own teammate**, he or she, in the opinion of the referee directly involved in active play which:
  - a. interferes with play,
  - b. interferes with an opponent. and
  - c. gains an advantage by being in that position.
- 5. There is no offside when a player receives a ball on a goal kick, a throw-in, or a corner kick.

6. For any offside offense, the referee awards an indirect free kick to the opposing team, taken from the spot the ball was when the whistle sounded.

## **XII: FOULS AND MISCONDUCT**

1. Fouls and misconduct are penalized by a **direct free kick**.
  - a. The opposing team may score a goal; without another player touching the ball. These first six (6) offenses, must in the mind of the referee be considered. **Careless, reckless, or using excessive force.** (Direct kick awarded to the opponent at the point of infraction.)
  - b. Kicks or attempts to kick an opponent.
  - c. Trips or attempts to trip another player.
  - d. Jumps at an opponent. (jump must be straight up)
  - e. Charges an opponent.
  - f. Strikes or attempts to strike an opponent.
  - g. Pushes an opponent.The following four (4) offenses will result in a direct kick without regard to the severity of the action.
  - h. Tackles from behind or tackles an opponent to gain possession of the ball or makes contact with the opponent before touching the ball.
  - i. Holds an opponent.
  - j. Spits at an opponent.
  - k. Deliberately handles the ball.
2. **Penalty Kick**
  - a. A penalty kick is awarded to the opponent if ANY of the above direct kick fouls, listed in XII-1-b through k, is committed in his/her own penalty area. Note: L.B.S.L. uses indirect kick instead of penalty kicks at the 7U and 5U age groups.
  - b. New 7U Rule Penalties that occur inside the penalty box will result in an indirect kick from the Penalty Kick line instead of from the spot of the foul. The reason for this rule change is to protect the players from a close range indirect kick.
3. **Indirect Free Kick**
  - a. An indirect free kick is awarded to the opposing team if a player, in the opinion of the Referee, commits any of the following offenses: Plays in a dangerous manner (see notes on Law 12) Impedes the progress of an opponent (obstruction). Prevents the goal keeper from releasing the ball from his/her hands.
  - b. An indirect free kick is also awarded to the opposing team if a goal keeper, inside his own penalty area, commits any of the following five offenses:
    - Takes the ball with his/her hands after it has been released from his/her possession and has not touched any other player.
    - Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a teammate.
    - Touches the ball with his/her hands after it has been deliberately kicked to his/her by a teammate.
    - Wastes time getting rid of the ball (less than five seconds).
    - Steps out of the goal box while holding the ball.(Indirect free kicks are taken from the point of infraction.)
4. Discipline Sanctions requiring a caution (Yellow Card)
  - a. Guilty of unsportsmanlike conduct.
  - b. Shows dissent by word or action
  - c. Persistently infringes the laws of the game.

- d. Delays the re-start of the game.
- e. Fails to respect the required distance when play is re-started with a corner or goal kick.
- f. Enters or re-enters the field of play without the referee's permission.
- g. Deliberately leaves the field of play without the referee's permission.

**Player receiving yellow card must leave game and be substituted back in like all other players.**

- 5. Sending off or red card offenses.
  - a. Found guilty of serious foul play.
  - b. Guilty of violent play.
  - c. Spits at an opponent or any other person.
  - d. Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball. (Not applicable to the goal keeper.)
  - e. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free-kick or a penalty kick.
  - f. Uses offensive, insulting, or abusive language.
  - g. Receives a second caution in the same game.
- 6. Additional decisions by the international board
  - a. A penalty kick is awarded to an opponent if the goal keeper, inside his/her own penalty box, strikes or attempts to strike an opponent.
  - b. The goal keeper is considered to be in control of the ball by touching it with any part of his/her hands or arms.
  - c. A player may pass the ball to his own goal keeper using his head, chest, knee, etc., however, in the opinion of the referee, a player uses a deliberate "trick" to circumvent the law, the player is guilty of unsportsmanlike conduct. He/she is cautioned with a yellow card and an indirect free kick is awarded at the point of infraction.

### **IMPORTANT NOTE CONCERNING LAW TWELVE:**

- **TRIPPING** – Tripping may occur by an opponent's feet or legs or when a player **STOOPS** in front of or behind an opponent who is trying to head the ball.
- **SLIDE TACKLES** – A slide tackle with one or both legs is permissible if, in the opinion of the referee, it is not dangerous. For the slide tackle to be legal, each leg must be used in a play for the ball or kept clear of the opponent. If the player uses either of the legs carelessly or recklessly to trip or kick the opponent, the player should be penalized. (Infraction for dangerous play by an improper slide tackle; direct free kick and a yellow card)
- **TACKLE FROM BEHIND** -- (L.B.S.L.) Constitution prohibits tackling from behind. Yellow card for non-violent tackle from behind, red card for second non-violent tackle from behind by same player. Violent tackles from behind receive a red card and are sent out of the game.
- **Other forms of dangerous play** – Scissors kick (bicycle kick), high kicks, dropping head too low for heading the ball, playing the ball while on the ground, "injured player down on the field (where play may create additional hazards) are all forms of dangerous play if "normal play" is interrupted by an opponent or teammate, dangerous play should be called.
- **GOAL KEEPER HANDLING THE BALL** – The following aspects must exist before play is illegal. The ball is deliberately kicked back to the goal keeper, and the goal keeper handles the ball. (Indirect free kick to the opponent) the goal keeper may kick the ball, chest it, or head it; but not touch it with the hands.
- **WASTING TIME** – Any player who wastes time shall be cautioned (yellow card) for unsportsmanlike conduct. Examples include fakes injury, kicks free kick from improper spot so referee will demand a re-kick, appears to take throw-in but then lets a team mate do the throw-in, fails to obey the ten (10) yard rule, excessive delays in taking a throw-in, and takes too long for substitutions.

## **LAW XIII: FREE KICKS**

**TYPES OF FREE KICKS** – direct or indirect; ball must be stationary when it is kicked and the kicker cannot touch the ball a second time until another player has played the ball.

1. Direct Free Kick
  - a. (L.B.S.L.) rules do not use direct free kicks at the 5U and 7U age levels. (Use indirect free kick instead.)
  - b. If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.
  - c. If a direct free kick is kicked directly into their goal, a corner kick is awarded to the opposing team.
2. Indirect Free Kick
  - a. To signal in indirect free kick, the referee raises his hand above his head and holds it there until the kick has been taken and a second player has touched it or the ball goes out of bounds.
  - b. A goal can only be scored if a second player touches it before it goes into the goal.
  - c. If an indirect kick goes directly into the opponent's goal without a second player touching it, the opponent receives a goal kick.
  - d. If an indirect kick goes directly into the team's own goal, a corner kick is awarded to the opposing team.
3. Free kick (either type) by the defending team in their own penalty area:
  - a. All opponents must be ten (10) yards away from the ball. The offensive team must request the (10) yards if they want it.
  - b. The ball is in play when it is kicked outside the penalty area.
  - c. All opponents must remain outside the penalty area until the ball comes outside the penalty area.
  - d. A free kick awarded inside the goal area is taken from any point inside that area.
4. Indirect free kick to the attacking team
  - a. All opponents must be ten (10) yards away from the ball until it is played unless they are on their own goal line between the goal posts. The offensive team must request the (10) yards if they want it. The ball is in-play when it is kicked and moves.
  - b. When an indirect free kick is awarded inside the goal area it is taken from that part of the goal area line which runs parallel to the goal line, at the point closest to where the infringement occurred.
5. Free kick outside the penalty area
  - a. All opponents must be ten (10) yards from the ball.
  - b. The ball is in play when it is kicked and moves.
  - c. The free kick is taken from the point of infringement.
6. Infringements & Sanctions
  - a. When a free kick is taken and an opponent is inside the required distance, the kick is retaken.
  - b. When a free kick is taken by the defending team from inside their penalty area, and the ball is not outside the area, the kick is retaken.
7. If, on a free kick, the ball is in play and the kicker touches the ball a second time before another player touches it, an indirect kick is awarded to the opposing team, and the kick is taken from the point of infringement.
8. If, on a free kick, the ball is in play and the kicker deliberately handles the ball before it has touched another player, a direct kick is awarded at the point of infringement. A penalty kick is awarded if the infringement is inside the kicker's own penalty area.

9. If, after the ball is in play, the goal keeper touches the ball a second straight time (except with his hands), an indirect free kick is awarded to the opposing team, and taken from the point of infringement.
10. If, after the ball is in play, the goal keeper
  - a. Deliberately handles the ball before it is touched by another player, a direct free kick is awarded to the opposing team if the infringement occurred outside the goal keeper's penalty area. The kick is to be taken at the point of infringement.
  - b. Deliberately handles the ball before it is touched by another player, an indirect free kick is awarded to the opposing team if the infringement occurred inside the goal keeper's penalty area. The kick is to be taken at the point of infringement.

#### **LAW XIV: THE PENALTY KICK**

1. Awarded when one of the ten "direct kick" infractions occur inside the penalty area.
  - a. A goal may be scored without any other player touching the ball.
  - b. Additional time is added at the end of the current period for having taken a penalty kick.
2. Procedures for taking a penalty kick
  - a. Ball is placed in a stationary position anywhere on the penalty mark.
  - b. Player taking the penalty kick must be properly identified.
  - c. All players, other than the kicker, must be inside the field, outside the penalty area, behind the penalty arch, and at least ten (10) yards away from the ball.
  - d. The defending goal keeper remains on the goal line, facing the kicker, between the goal posts, until the kick has been taken. (Goal keeper can move right and left on the goal line.) The referee signals for the kick to take place when all players' positions have been taken. The goal keeper cannot move forward of the goal line until the ball is kicked.
3. Referee sounds whistle for kick to be taken.
  - a. The kick must roll forward.
  - b. The ball is in-play as soon as it's kicked.
  - c. The kicker cannot kick the ball a second time until another player has touched the ball.
4. Infringement(s) by the kicker after the whistle sounded but before the kick:
  - a. Referee allows play to continue.
  - b. Ball goes into the goal; the kick is retaken.
  - c. Ball does not go into the goal; the kick is not retaken.
5. Infringement(s) by the goal keeper, after the whistle has sounded but before the kick:
  - a. Referee allows play to continue.
  - b. If ball enters the goal; the goal is awarded.
  - c. If ball does not enter the goal; the kick is retaken.
6. Infringement by kickers' teammate:
  - a. Referee allows goal play to continue.
  - b. If ball enters goal; kick retaken.
  - c. If ball does not enter goal; play continues.
7. Infringement by goal keepers' teammate:
  - a. Referee allows play to continue.
  - b. If ball enters goal; a goal is awarded.
  - c. If ball does not enter goal; the kick is retaken.
8. Infringement(s) by both team players; retake kick.



9. If kicker retouches the ball a second time, before another player touches it; an indirect kick is awarded to the opponent, at the point of infringement.
10. Kicker deliberately handles the ball before another player touches it; a direct kick is awarded, to the opponent, at the point of infringement.
11. Outside Agent (dog-spectator-etc.) touches ball as the ball moves forward; kick retaken.
12. Ball rebounds from goal keeper or goal posts back onto the field of play and then an outside agent touches the ball; a drop ball is taken at the point of infringement.

#### **LAW XV: THE THROW IN**

1. A throw-in is used to re-start play after a ball goes out of bounds on one of the sidelines.
2. A goal cannot be scored directly on a throw in.
3. Throw-ins are awarded when the whole ball passes over the touch line (sideline) either on the ground or in the air.
4. Throw-ins are awarded to the opponent of the player who kicked the ball out of bounds & are taken at the point of infringement.
5. Throw-in Procedures:
  - a. At the movement of delivering the ball, the thrower must be facing the field.
  - b. The player throwing the ball in must have both feet, on or behind the touch line. The player may legally drag one foot.
  - c. The thrower must use both hands, delivering the ball from behind the head.
  - d. The ball is in-play immediately when it enters the field of play.
  - e. The thrower may not touch the ball a second time until another player has touched it.
6. Infringements:
  - a. Thrower touches ball a second time without another player touching it; indirect free kick from the point of infringement.
  - b. The thrower deliberately handles ball before another player; opposing team awarded direct free kick at the point of infringement.
  - c. If "b" above occurs in the throwers penalty area; a penalty kick is awarded.
  - d. If an opponent unfairly distracts or impedes the thrower; he/she is cautioned for unsportsmanlike conduct (yellow card.)
  - e. For any other infringement; the throw-in is awarded to the opponent.

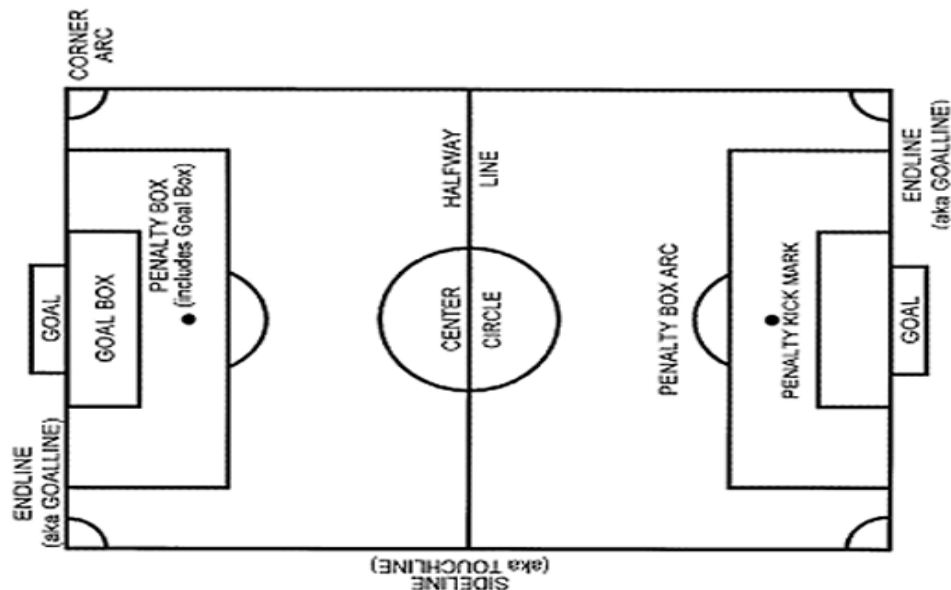
#### **LAW XVI: THE GOAL KICK**

1. A goal kick is a method of re-starting a game following condition 3 below.
2. A goal can be scored directly from a goal kick.
3. A goal kick is awarded when the whole of the ball, having been last touched by the attacking team, passes over the goal line, on the ground or in the air.
4. Goal kick procedures:
  - a. The ball is kicked from any part of the goal and by any player on the defending team.
  - b. All opponents must be outside the penalty area, until the ball is in play outside the penalty area.
  - c. The Kicker cannot play the ball a second time until another player has touched the ball.
5. Infringements:
  - a. If the ball does not go out of the penalty area; then the kick is retaken.
  - b. If the kicker re-touches the ball before a second player has touched it; an indirect free kick is awarded to the opposing team.
  - c. If, after the ball is in play, the kicker deliberately, handles the ball, a direct free kick is awarded to the opposing team (a penalty kick is awarded if the infringement occurred inside the kicker's penalty area.)
  - d. If the goal keeper takes the kick and then touches it a second time before another player touches it, then an indirect free kick is awarded to the opposing team and taken from the point of infraction.

- e. If the goal keeper takes the kick and the deliberately handles the ball before another player touches it, then a direct free kick is awarded to the opposing team at the point of infringement. If the infringement is inside the penalty area the opposing team is awarded an indirect free kick.
- f. For any other goal kick infringement not covered above, the kick is re-taken.

## LAW XVII: THE CORNER KICK

1. A corner kick is a method of re-starting a game and a goal may be scored, but only against the opposing team.
2. When the defending team propels the whole ball over the goal line, excluding between the goal posts, a corner kick is awarded to the opposing team.
3. Procedures:
  - a. The whole ball shall be placed within the Quarter Circle at the nearest corner flag post. (Flag cannot be moved!)
  - b. Defensive team must be ten (10) yards from the ball when it is kicked.
  - c. The ball is kicked by a member of the offensive team.
  - d. The ball is in play when it is kicked and moves.
  - e. The kicker cannot play the ball a second time until it is kicked by another player.
4. Infringements:
  - a. Kicker plays the ball a second time before the ball is touched by another player, indirect free kick is awarded to the team on defense.
  - b. If, after the ball is in play, the kicker deliberately handles the ball, a direct free kick is awarded to the opposing team at the point of infringement if the infringement. If it is inside the penalty area, the opposing team is awarded a penalty kick.
  - c. If the corner kick is taken by the goal keeper and he/she plays it a second time without another player touching it, an indirect free kick is awarded to the opposing team.
  - d. If, after the ball is in play, the goal keeper deliberately plays the ball with his/her hands, an indirect kick is awarded if the penalty occurred in the inside the goal keepers penalty area.
  - e. On any other infringement, the kicker retakes the kick.



**LOWER BALDWIN SOCCER LEAGUE RULES**  
**(Foley, Elberta, St. Benedicts, Gulf Shores & Orange Beach)**  
**September 16, 2016 Revision**

**Addendum**

(These rules are meant to improve overall ball control. Please do not exploit the rules)

**LAW XVIII: 14U BOYS AND GIRLS**

1. Goalies are not allowed to punt, kick or throw the ball across mid field. The ball must touch a player on the field before crossing mid field. If the goalie punts, kicks or throws the ball across mid field without touching a player on the field, an indirect free kick will be awarded to the opposing team from the spot where the ball crosses half field.
2. Players are only allowed to score from the opposing team's side of the field.
3. During a goal kick, the team not in possession of the soccer ball (team that is not kicking) may not pass the goal box line until the soccer ball is put in play.